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**DOUBLE-RES
GRAPHICS**
256 COLORS

APPLE
Standard Hi-Res
and
Double-Res



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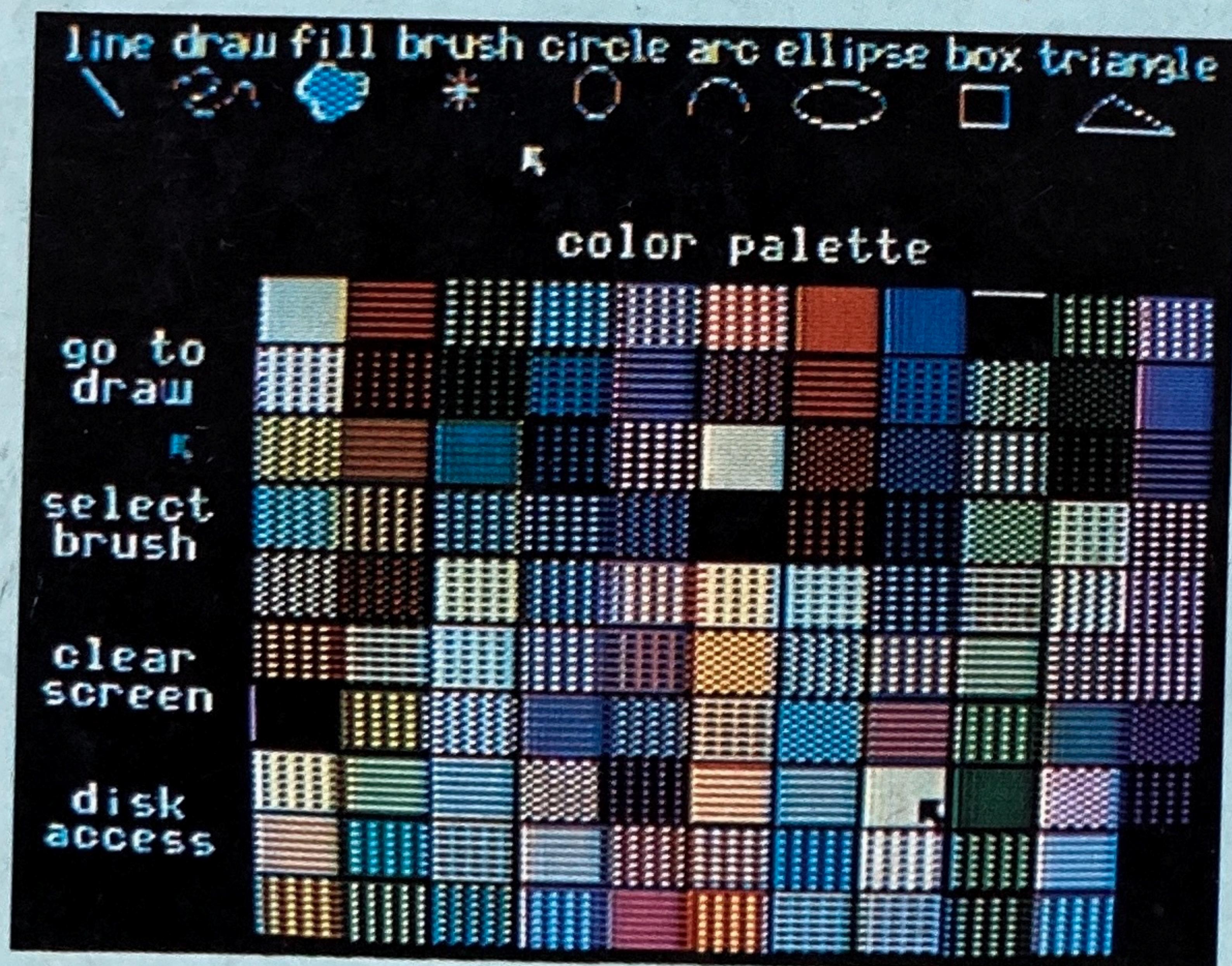
The Complete Graphics System is the most versatile set of graphics utilities available for non-programmers. Included are programs that let you draw, "paint", create shapes, design, edit, and use new typesets on your hi-res pictures, perform tricks such as color flips, mirror images, movement of parts of pictures, enlarging, or shrinking of pictures, and create, edit, and view three-dimensional line drawings by using coordinates, or by eye. The Complete Graphics System is a totally new version of programs formerly entitled The Complete Graphics System II and Special Effects, combined and restructured with plenty of new features, now all in one package.

This single new version of The Complete Graphics System is compatible with the following input devices: keyboard, joystick, paddles, trackball, Apple Graphics Tablet, Houston Instruments' HiPad, and Koala Pad. Graphics screens created with The Complete Graphics System can be printed to any graphics printer with a graphics printing program such as Paper Graphics, or used in presentations created with Transitions, our new presentation system. The 3-D line drawings can be printed with most plotters, and they can be transferred to the picture editor in The Graphics Magician.

The drawing program in The Complete Graphics System lets you draw with lines, ellipses, arcs, boxes, triangles, brushes, a fast circle mode, or in a continuous draw mode. Over 100 colors are available for all of the above functions. 96 brushes are available for the paintbrush mode. Any part of the screen can be magnified 2, 4, or 8 times for point-by-point editing. Zero-in features make joystick control easier, or precision keyboard control may be used. Rubber-banding lines take the guesswork out of all positioning, and a fast, complete fill routine lets you fill any black or white area with the color of your choice, even allowing you to erase and redo the last fill. All options are chosen from a selection screen, where you just point to what you want to do. Pictures are automatically stored in a packed format, allowing more per disk, or optionally as a standard 8K image.

The text program lets you type anywhere on the graphics screen in type ranging up to twice the width and height of standard Apple characters. The shape program lets you design Applesoft shapes in normal or magnified size, then plot them in any size and rotation on any graphics screen. Or you can use the shape tables in your own programs.

The 3-D part of The Complete Graphics System consists of three programs. A panel program lets you draw the parts of your 3-D figures on the screen as 2-dimensional panels, or pieces. Then, in the 3-D viewing and editing program you can assemble the pieces by manipulating them visually in 3-D. You can even add new points and lines visually, or move existing points with the attached lines acting like rubber bands. A 3-D point editor lets you actually manipulate the coordinates and line information, or print your figure data to a printer. An added utility lets you print any 3-D view to a plotter.



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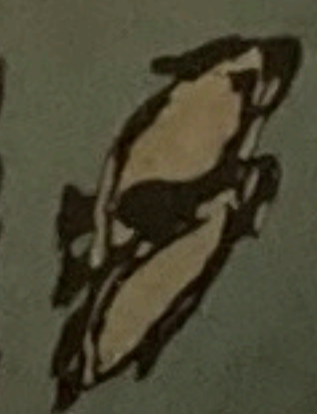
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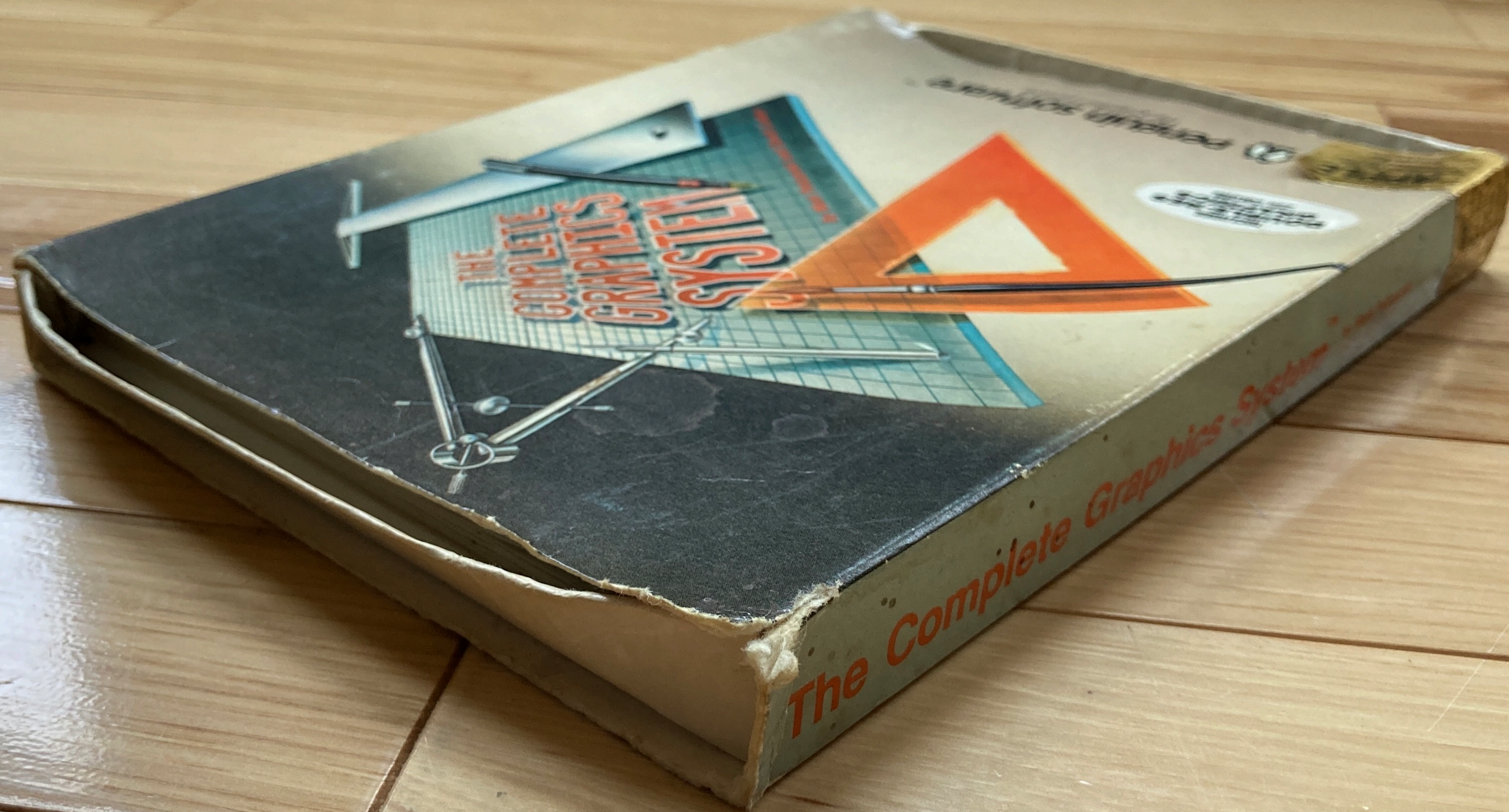
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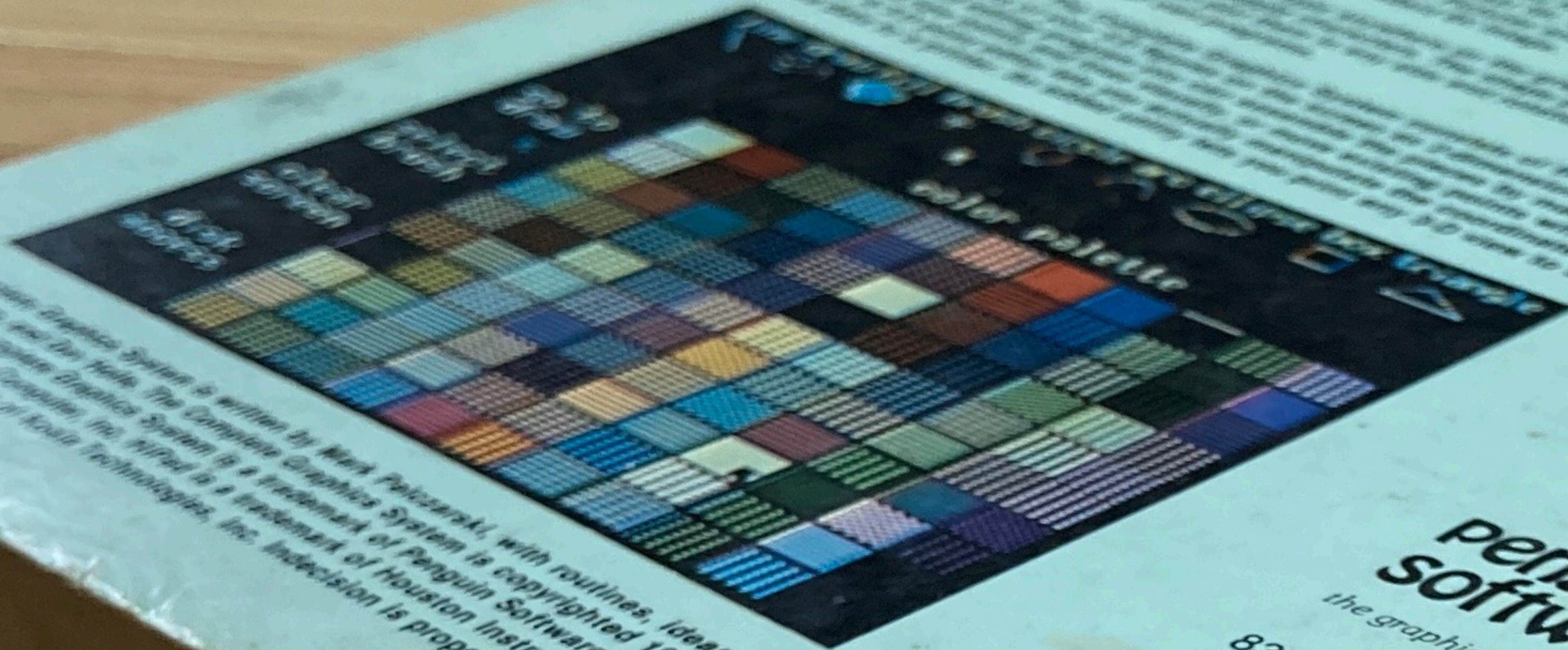
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The Complete Graphics System
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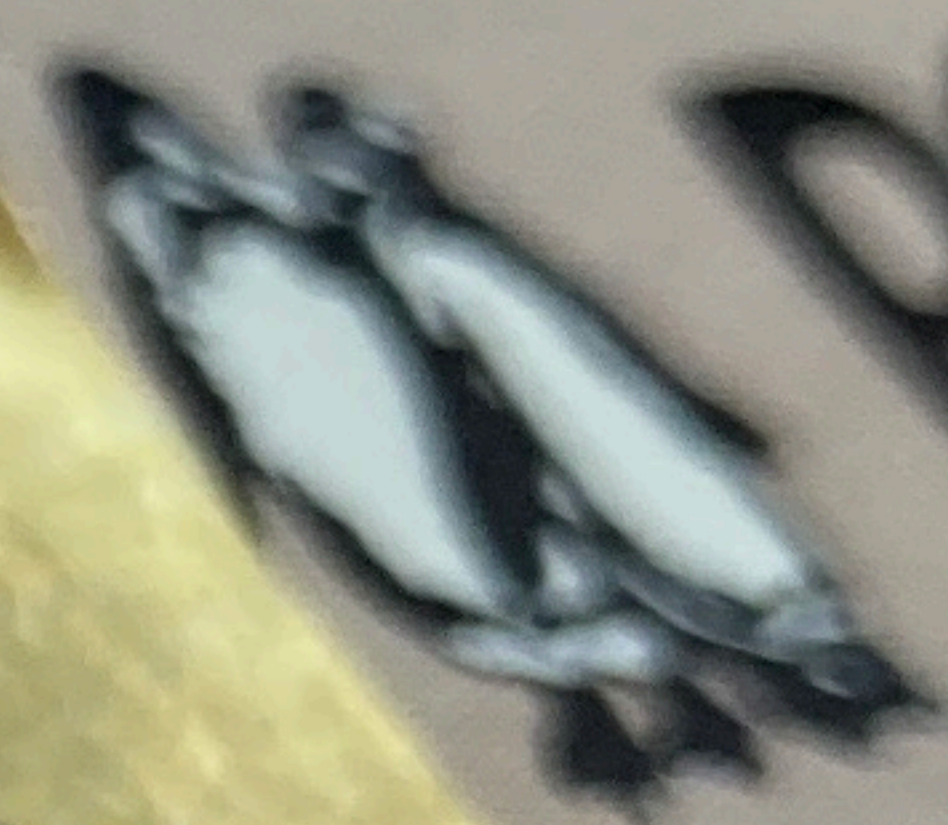
Computer Graphics System

by Mark Pelczarski
and David Lubar

Apple
Standard Edition
Double-Ram
Requires 128K
RAM with
extended
80-column card

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256 COLORS

by Mark Polczarski

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APPLE


Standard Hi-Res
and
Double-Res

Apple
Standard Hi-Res
Double-Res
(requires IIc, or
IIe with
extended
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THE COMPLETE GRAPHICS SYSTEM

by Mark Pelczarski and David Lubar


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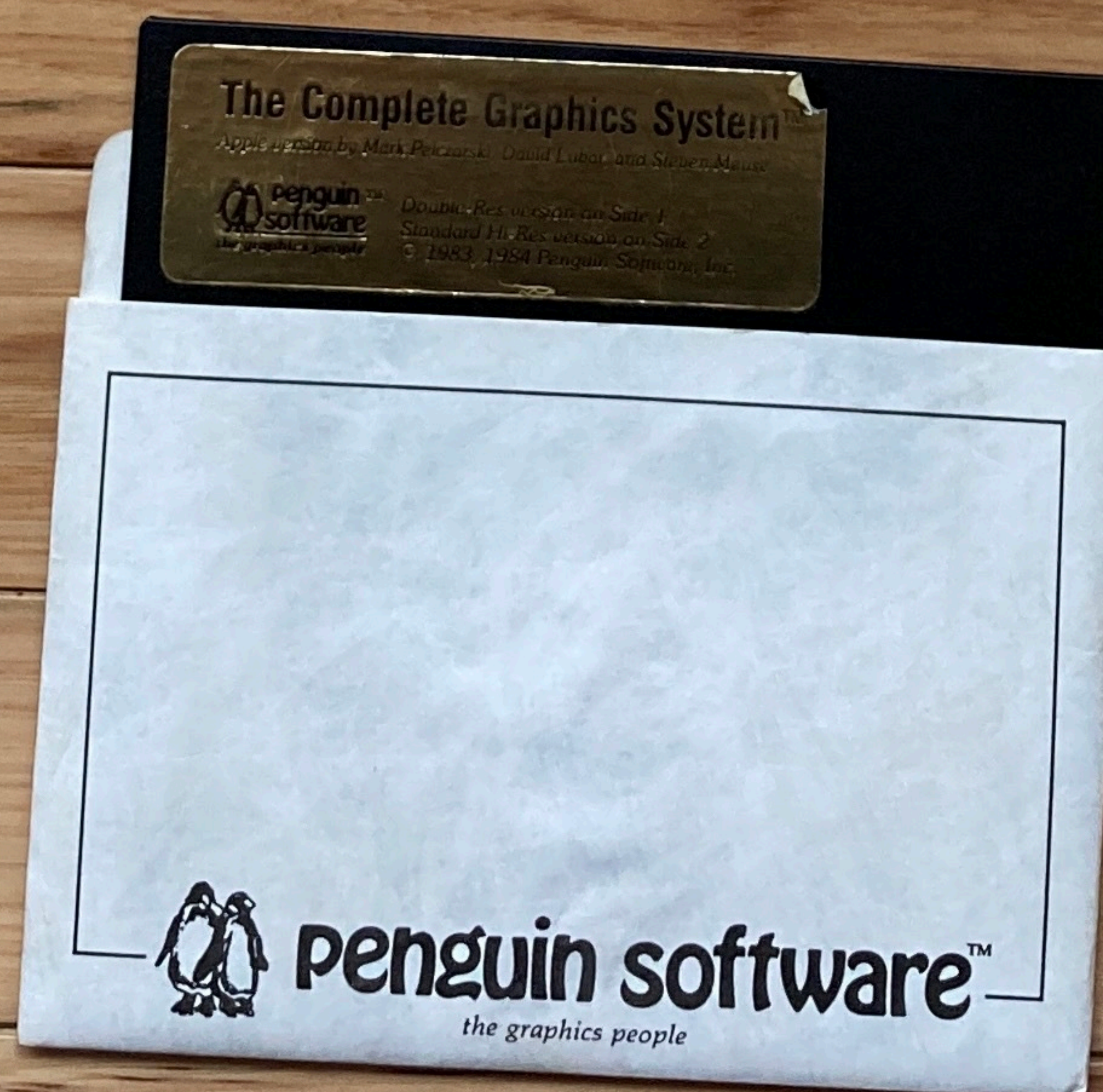
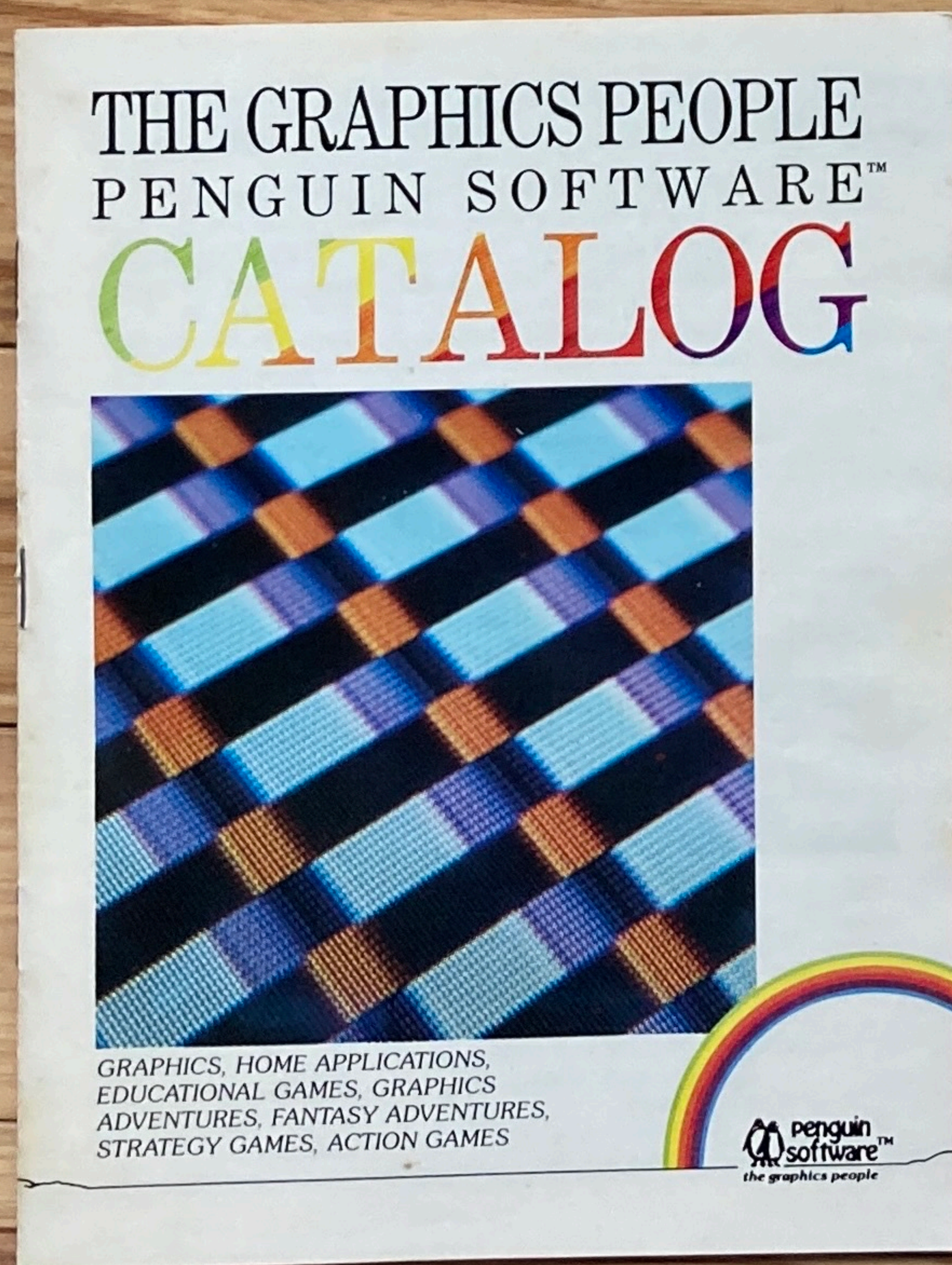
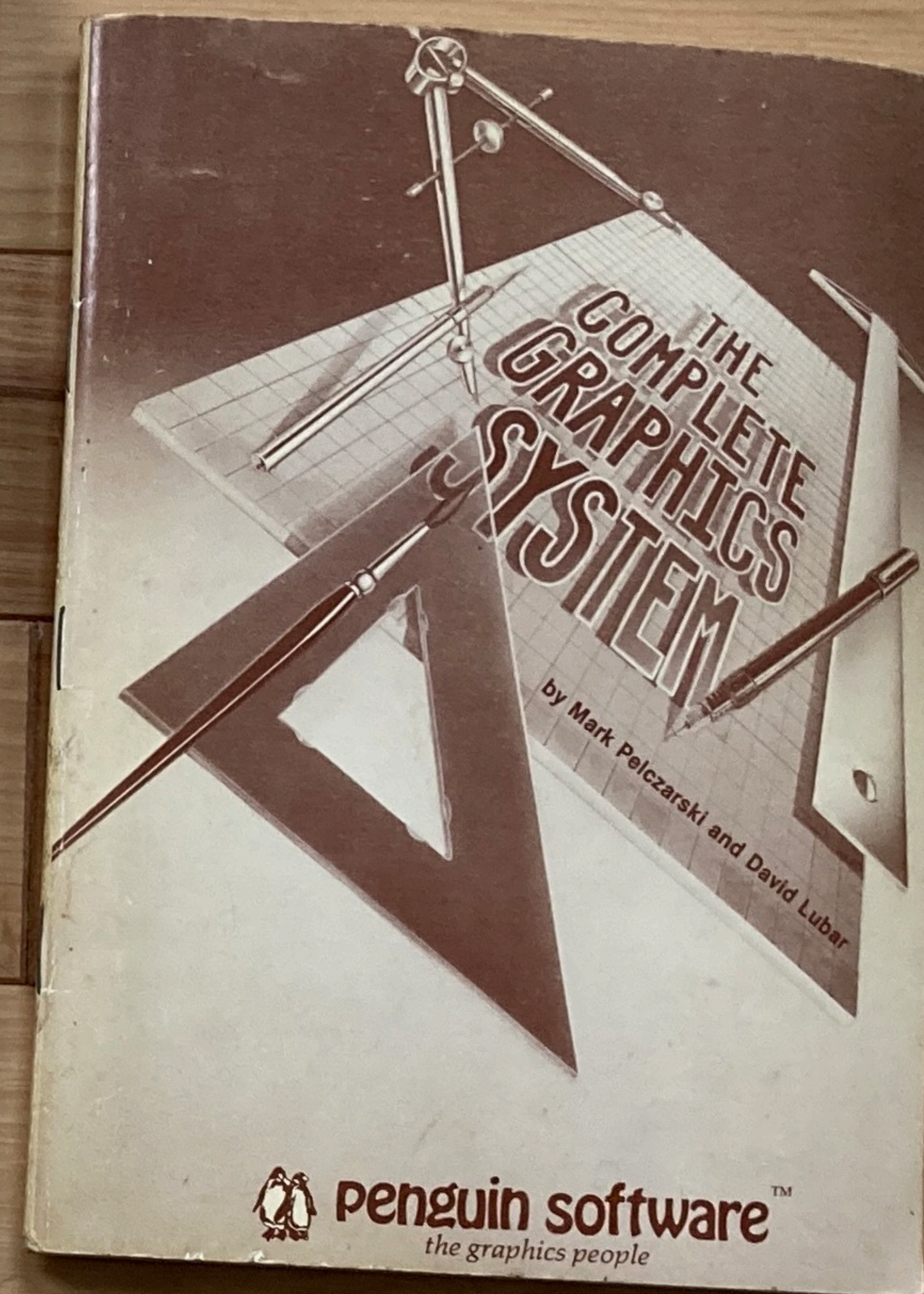
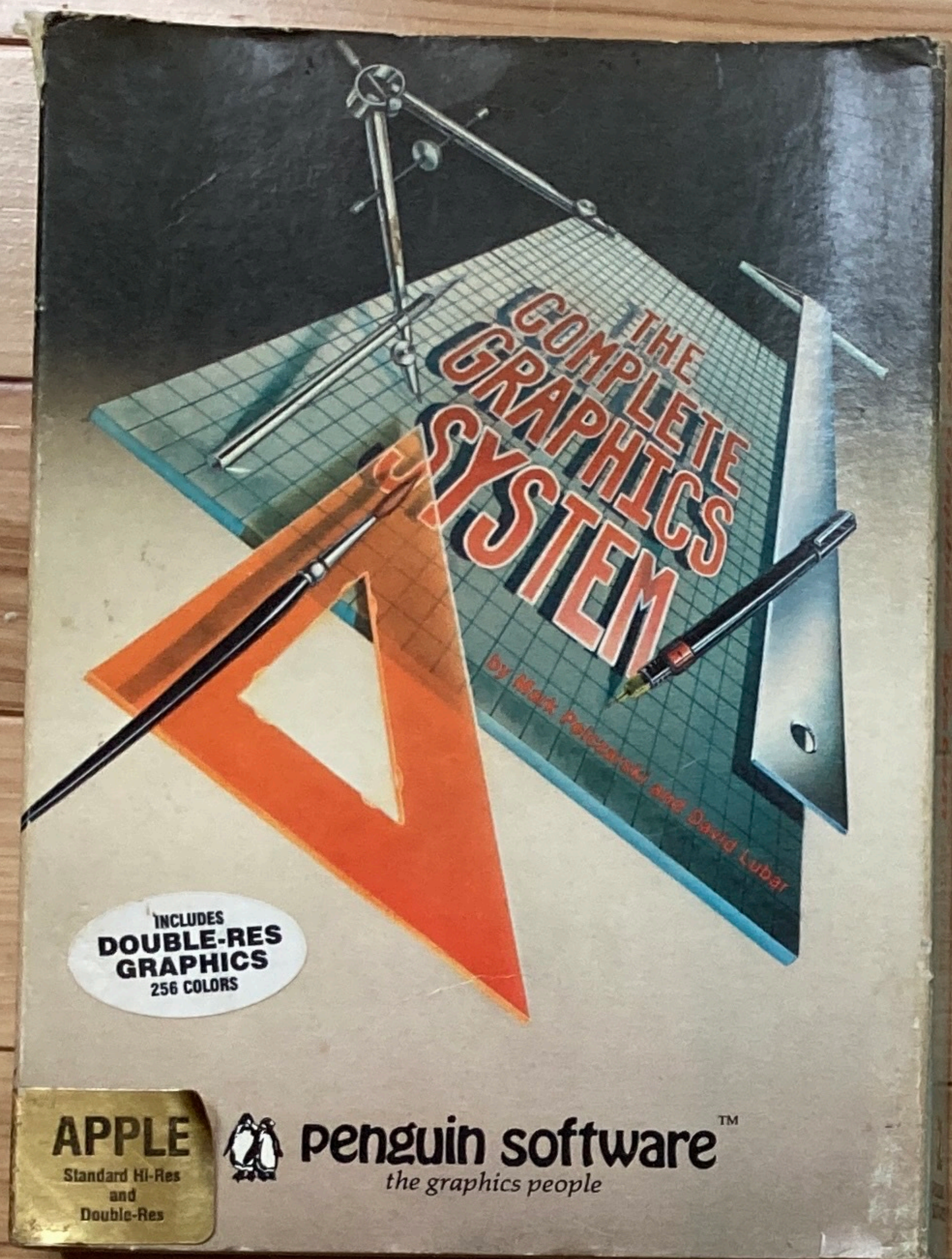
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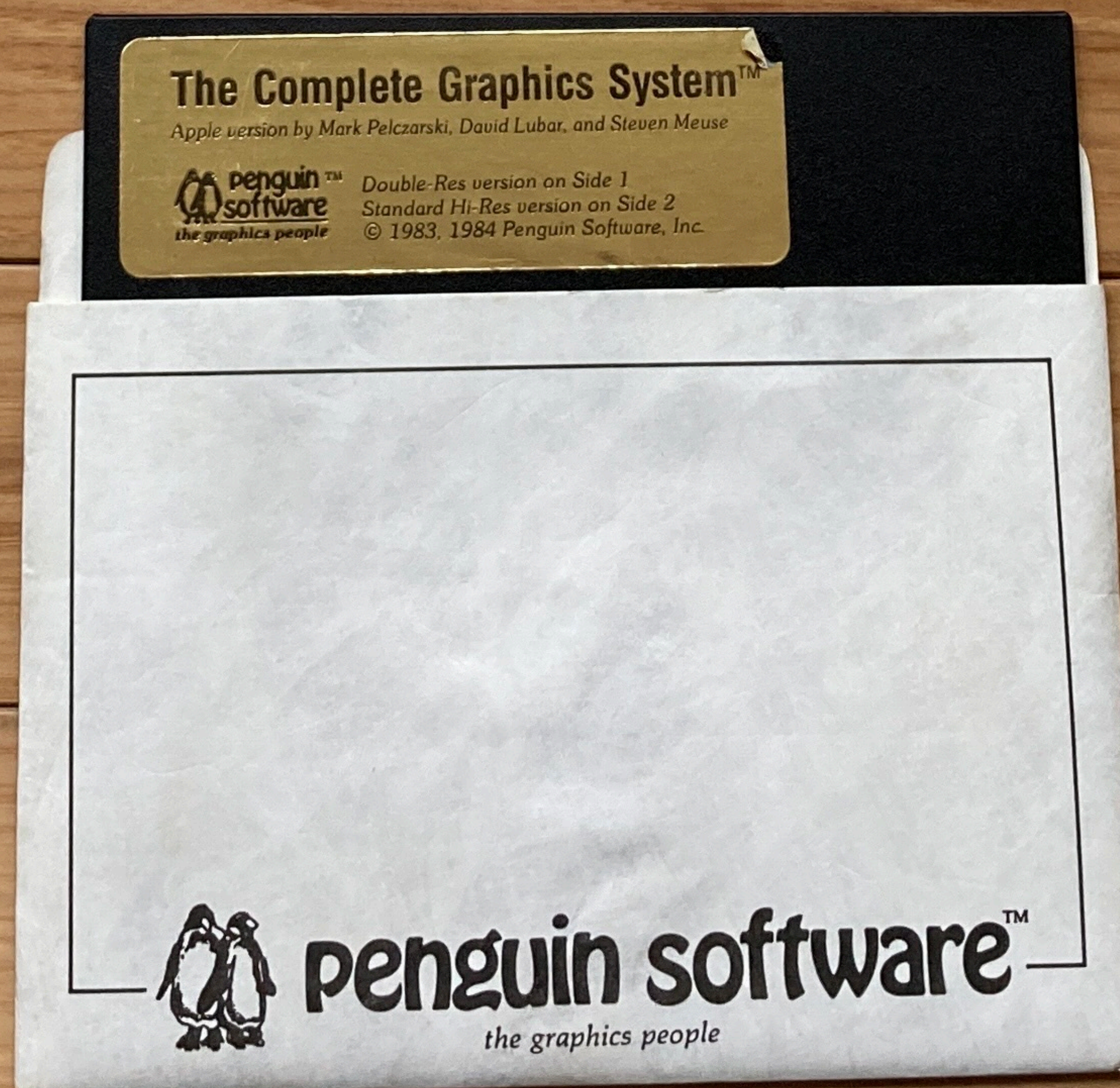
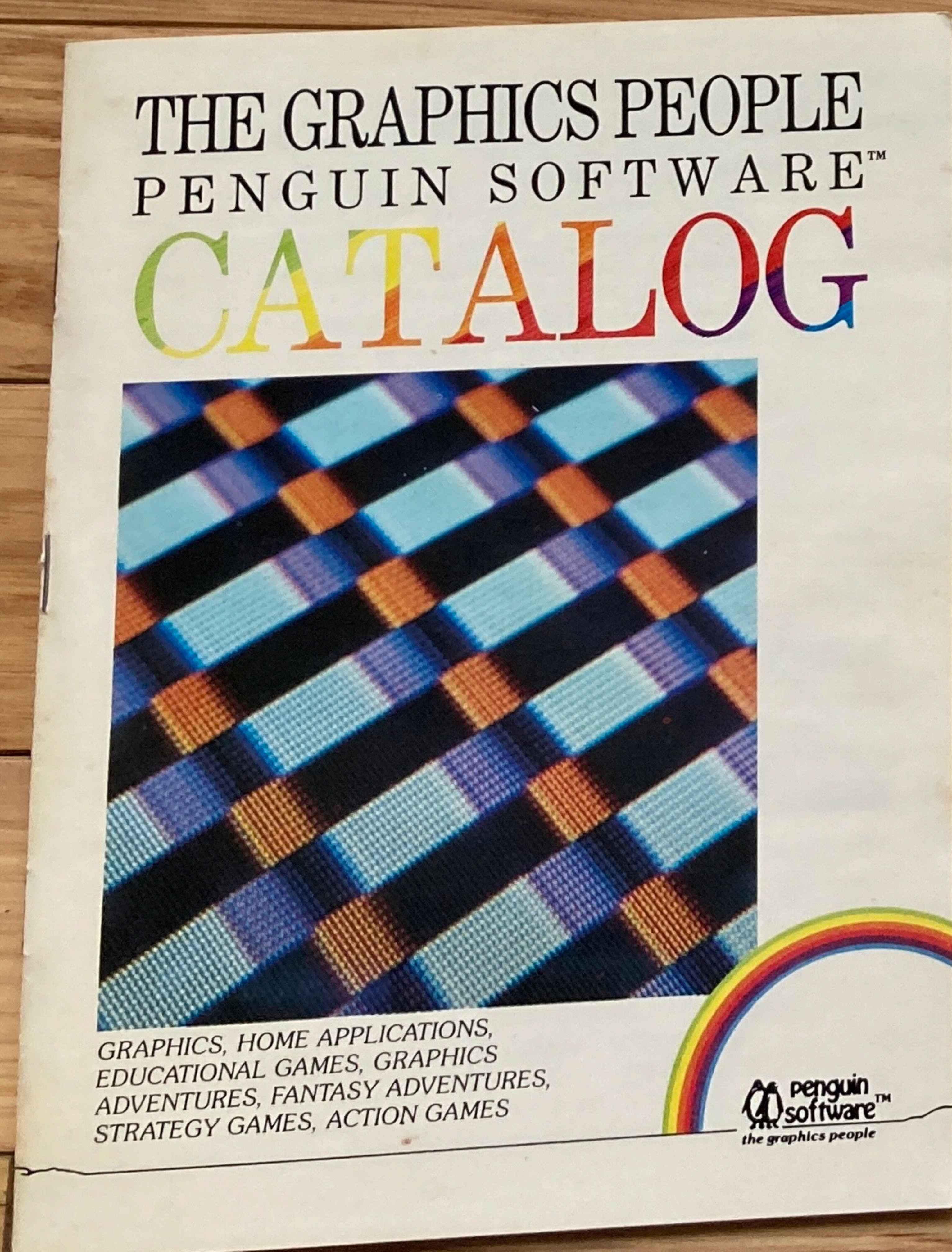
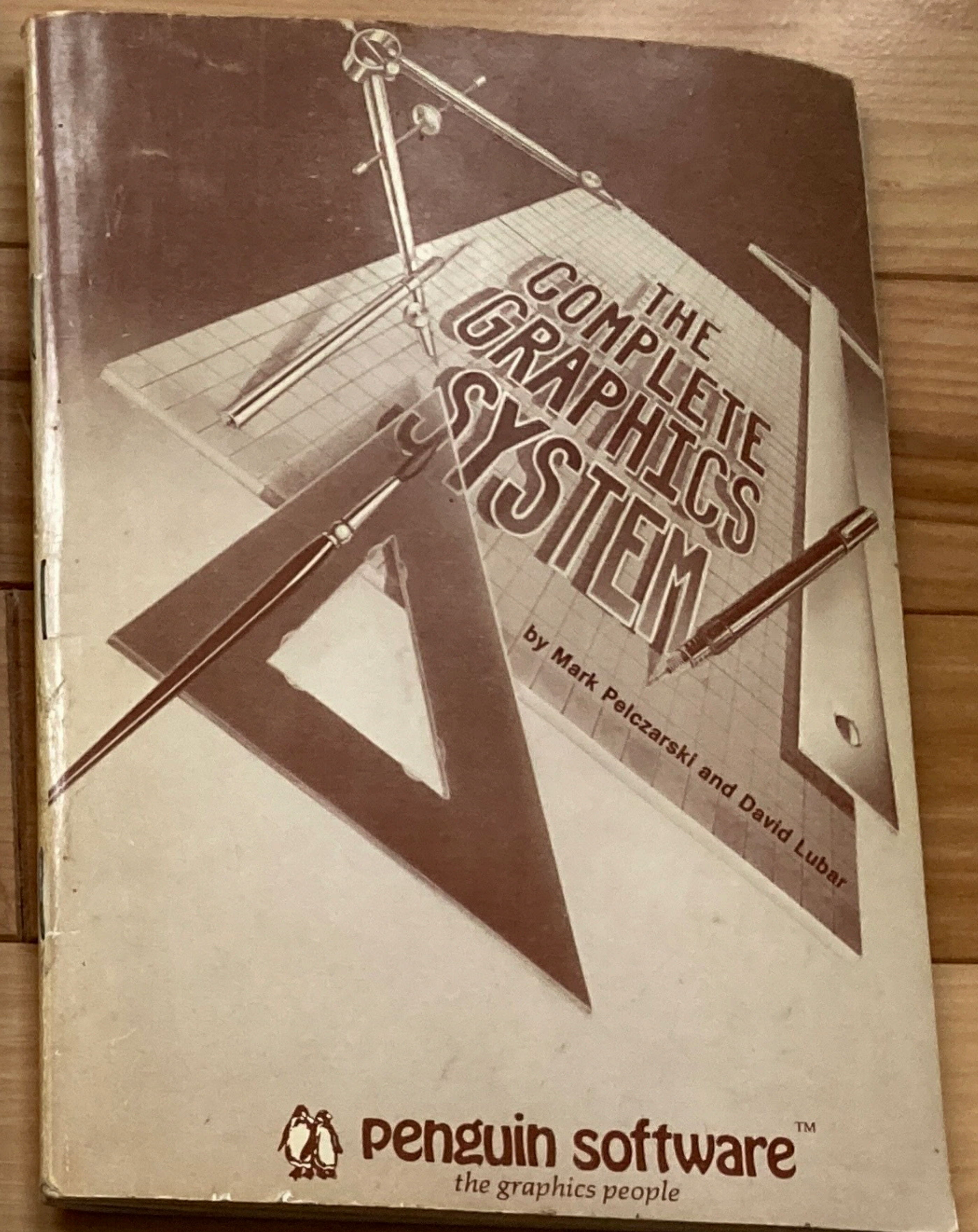
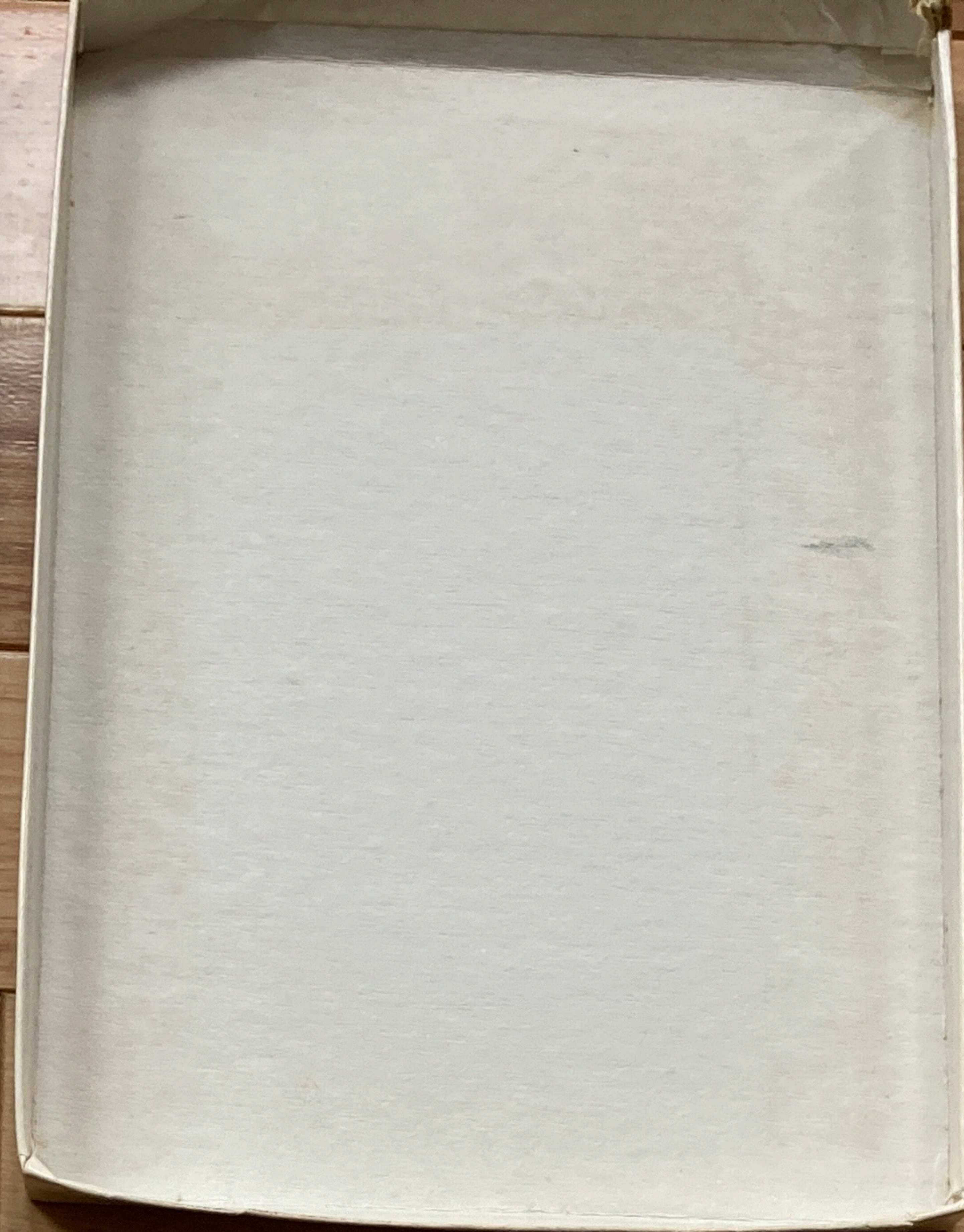
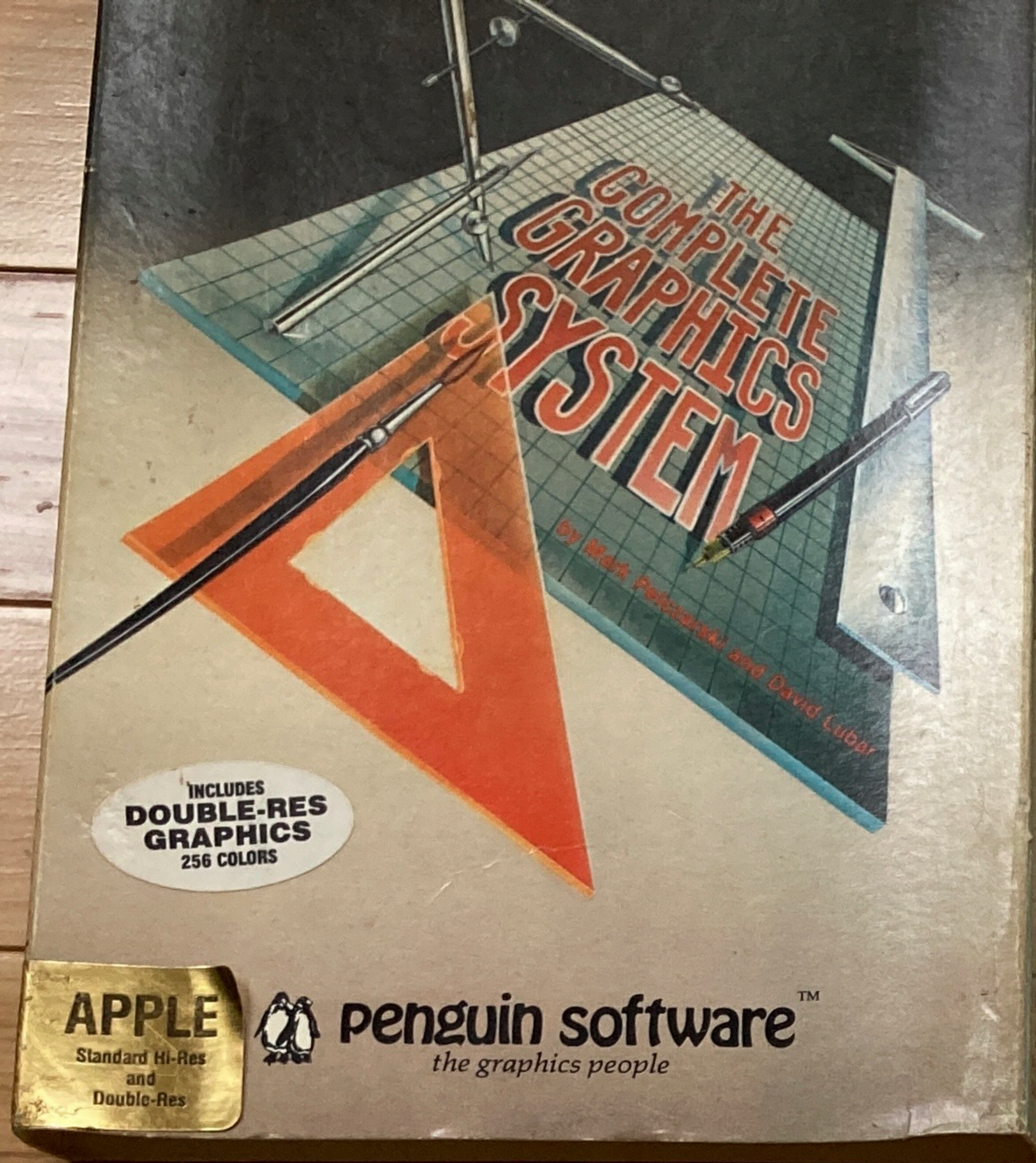
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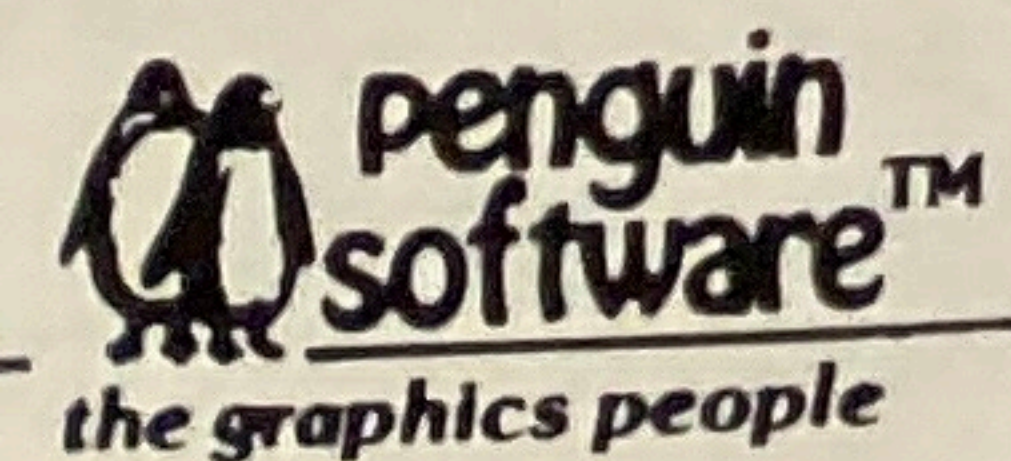
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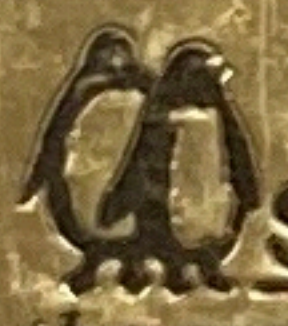
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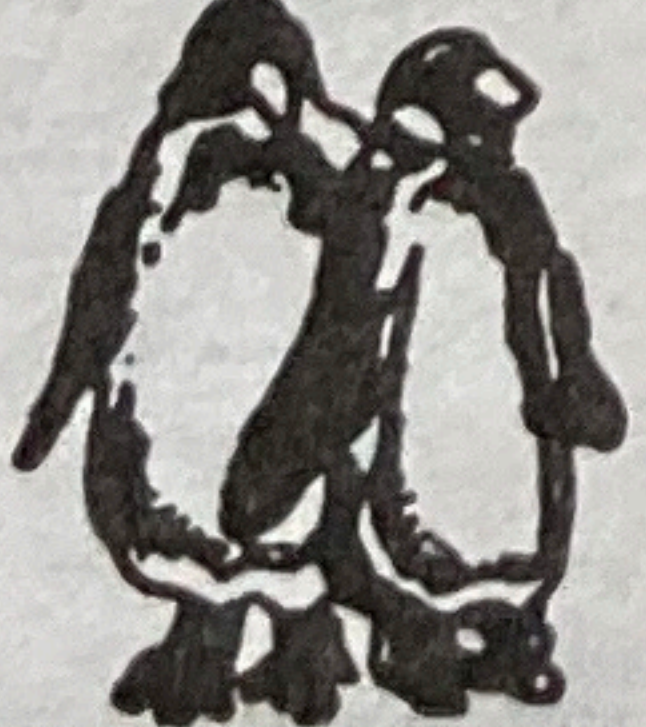


The Complete Graphics System™
Apple version by Mark Pelczarski, David Lubar, and Steven Meuse

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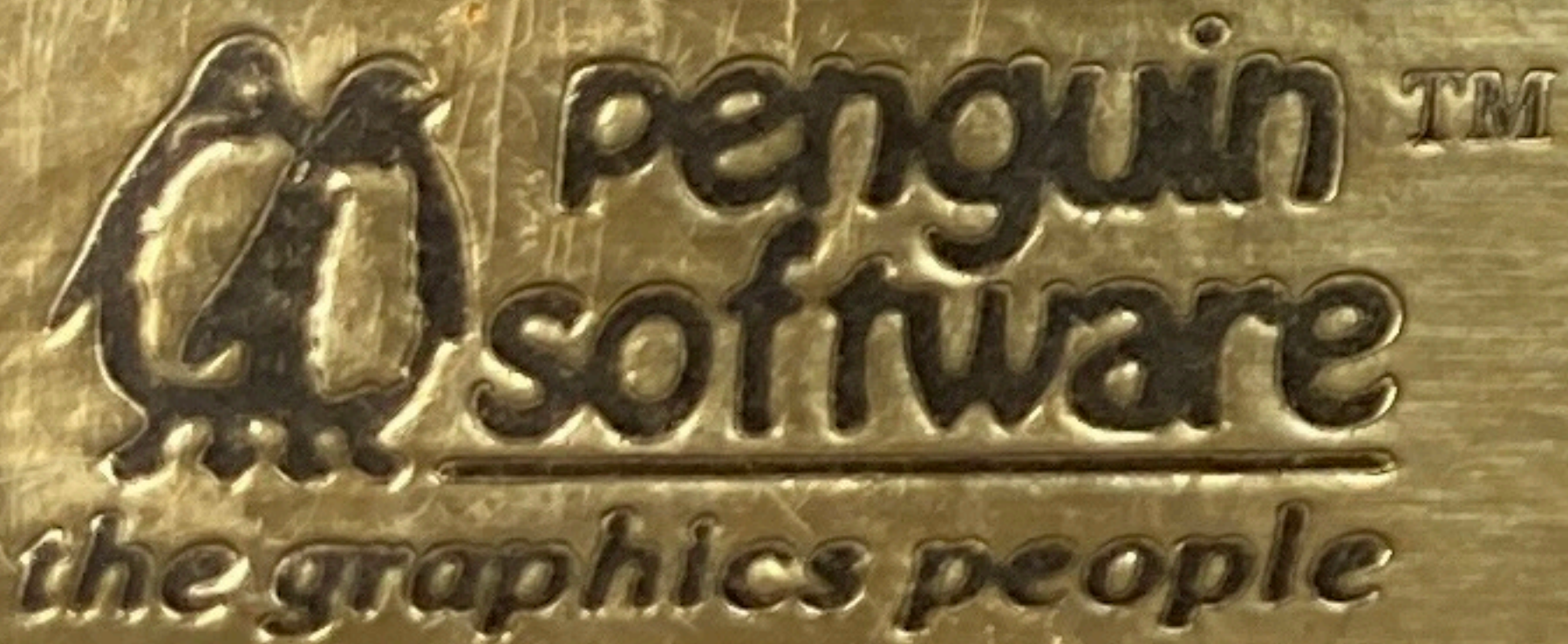
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The Complete Graphics System™

by Mark Pelczarski, David Lubar, Steve Meuse, and David Shapiro

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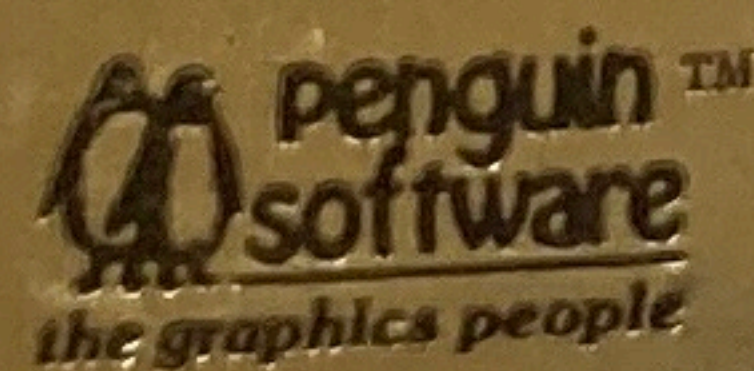
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Hi-res Only

This program lets you create and save Apple "shape tables." The computer has the capability of storing graphics objects called shapes which make up what is called a shape table. These shapes are only used with standard hi-res and with Applesoft BASIC. They will not work with double hi-res.

The Shape Program lets you create shapes, rotate and scale them, and then plot them anywhere on the screen. You can plot these shapes on any picture table using the standard Apple colors, or save them for use in your own programs.

The following are the Shape Program options:

Add Shape
View Shape
Keep Table
Clear Picture
Catalog

Replace Shape
New Table
Load Picture
Menu
Format

Delete Shape
Get Table
Save Picture
Plot

Add Shape

There are two ways to design a shape: in actual size or in magnified mode. You draw the shape in large low-resolution graphics and the program will convert it into a high resolution shape. Creating a shape in magnified mode is easier, but a shape made that way will usually take a little more space when you save it. Once you have created a shape, you automatically have a table. Each shape you create is added to that table, or you can load a previously created table from your data disk and add to that one.

Creating Shapes in Magnified Mode

When you create a shape in magnified mode you must first designate a width and height for it. Type in an even number between 2 and 38 for each. This designates the number of points in width and height that your shape will be. The shape will take approximately $W \times H/2$ bytes of memory.

A box with the specified dimensions will be displayed on the screen with a flashing cursor in the upper left-hand corner. Note that in magnified mode, the box will be slightly wider than square. A 10 x 10 grid will appear wider than tall, but when converted to high-resolution, it will be square.

Cursor Movement

To move the cursor, press the I J K M keys, which will move the cursor up, left, right, and down, respectively. The cursor will wrap around the display area. For example, if the cursor goes off the top of the display area, it will appear on the bottom. The same is true for left/right wraparound.

Plotting and Deleting Points

Pressing the "Z" key lets you plot points and the "X" key turns points off.

When You Are Done

Press RETURN when you are through. The shape will now be shown in actual size on the high-resolution screen. Skip to "Manipulating the Shape," below.

Creating Shapes in Actual Size

Cursor Movement

Use the I J K M keys to move up, left, right, and down respectively. Your cursor starts in the middle of the screen (although you can't see it until you move it).

Plotting

Pressing the "Z" key turns plotting on, and the "X" key turns the plotting off.

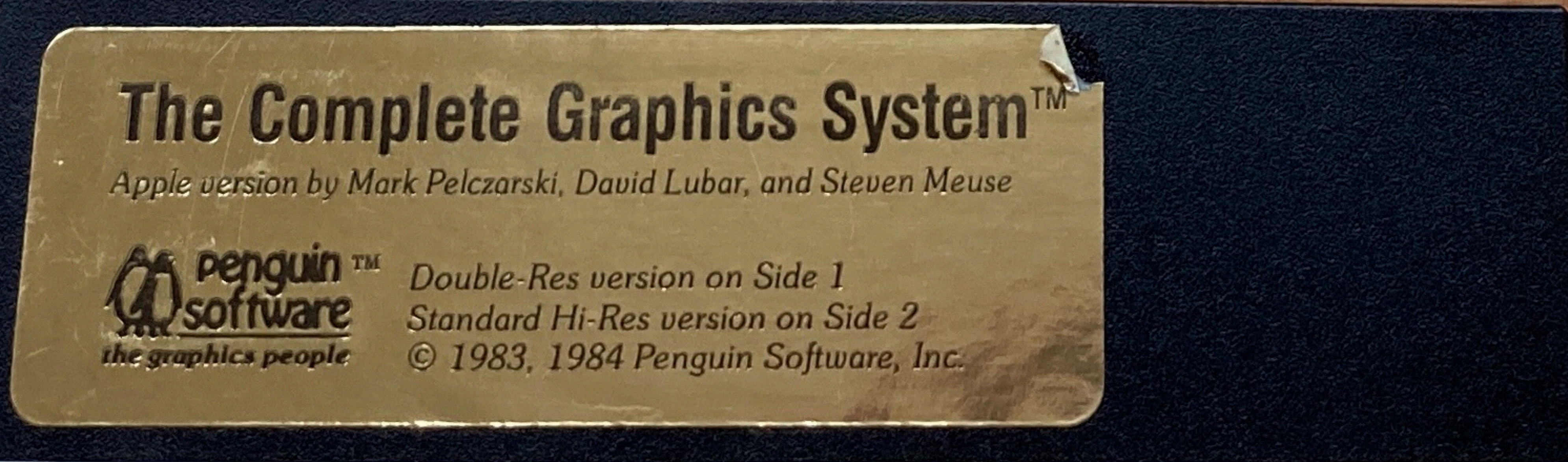
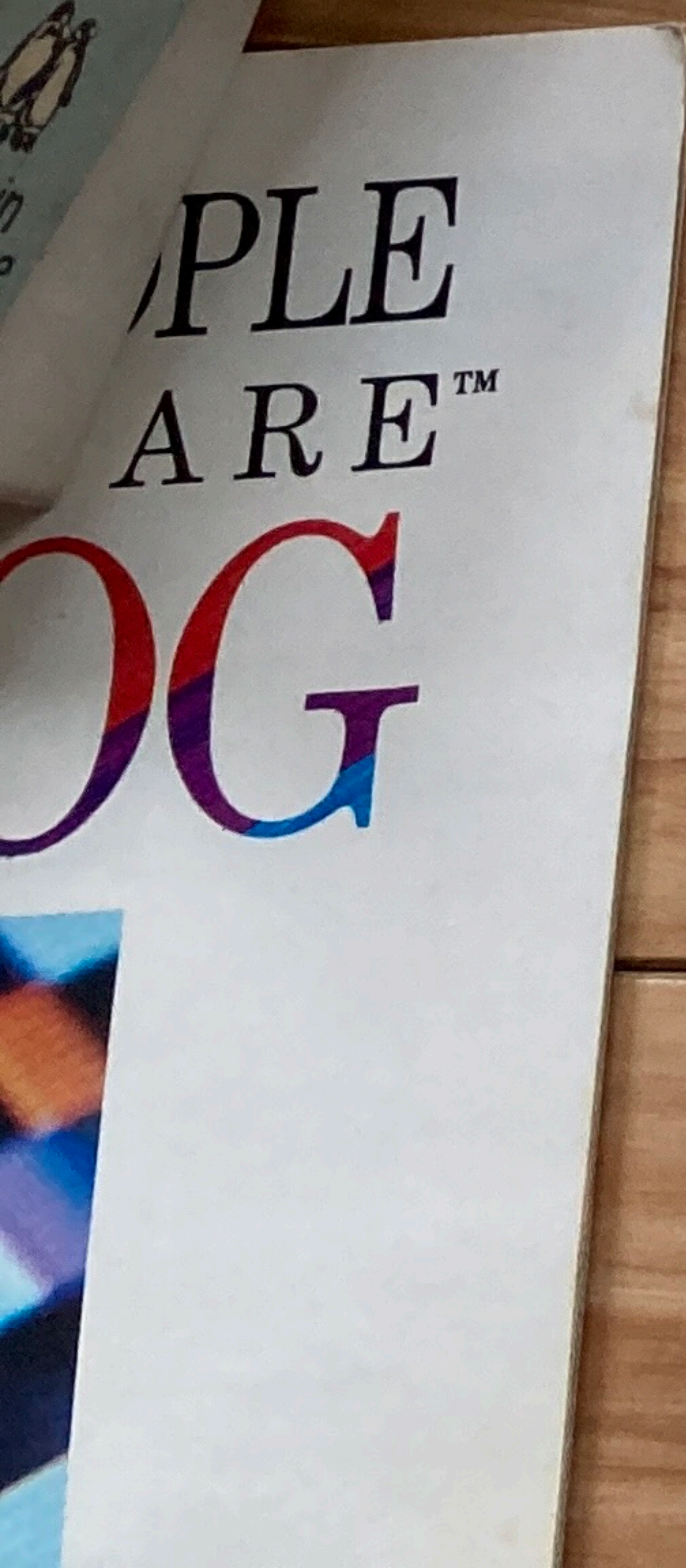
Manipulating the Shape

After you have created a shape in either magnified or actual size, you can rotate and scale it.

Rotation

Pressing the left arrow key rotates your shape clockwise and the right arrow key rotates the shape counterclockwise. (These are represented by the prompts < and >, but refer to the arrow keys).

The shape is rotated in increments of 4, shown on the second options line after the word ROTATION. With Applesoft shapes, 64 units of rotation corresponds to 360 degrees, so each movement of 4 units is 22.5 degrees. With Applesoft shapes, the number of points of rotation corresponds to the scale (see Scale). Shapes with a scale of 1 will only rotate 45 degrees, and therefore will only be affected on the screen with each TWO presses of an arrow (twice 22.5 is 45 degrees).



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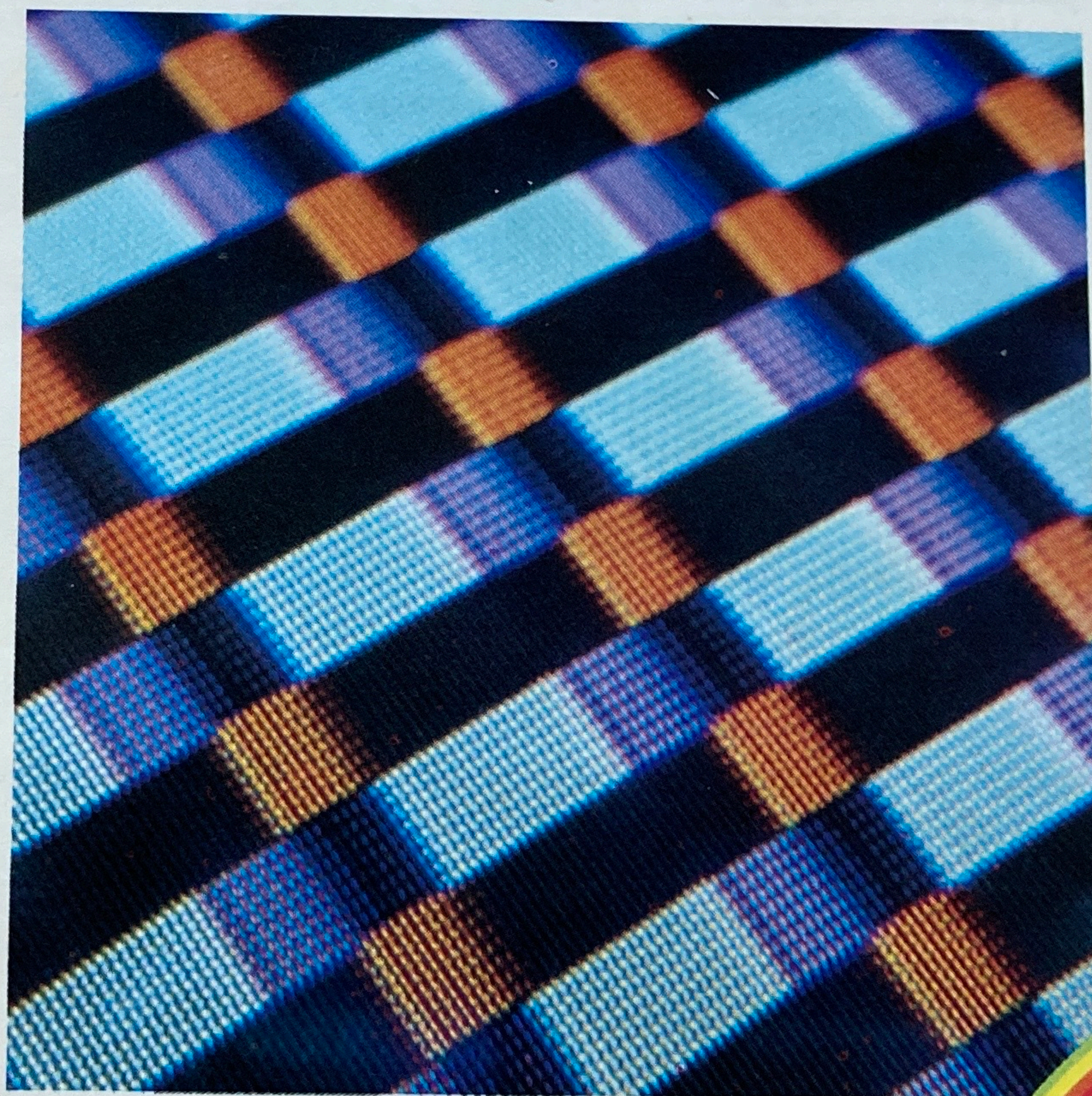
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DISK arRANGER™



by William Swanson and Jon Niedfeldt
DISK arRANGER lets you easily organize the files on your disks. The disk catalog can be alphabetized by file name or file type, individual file names can be moved elsewhere, "dummy" file names can be added as headings or remarks, and the "hello" program can be changed to any program on the disk. Any file can be deleted, undeleted, locked, or unlocked. It will also display the amount of free space on the disk and a visual map showing the usage of the entire disk or the physical location of any file on the disk. Best of all, it's easy to use.

THE DISK REPAIR KIT™

by David Winzler

The Disk Repair Kit is a program that you hope you'll never need; but somehow there are always circumstances when you do. And when you've got that disk that suddenly just won't work, it can save hours of frustration. The Disk Repair Kit will fix most disks that seem to be "blown," by reading the disk, comparing the information to what it knows the disk format should be, and automatically reconstructing areas with damaged information. Most common errors are repaired automatically for you. The Disk Repair Kit even lets you examine information that seems to be lost and lets you go in and try to interpret and correct it. It's an invaluable tool.

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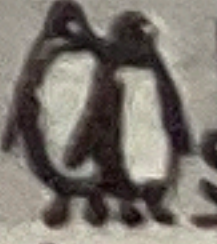
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